

JAVA.IO.PIPEDOUTPUTSTREAM CLASS

http://www.tutorialspoint.com/java/io/java_io_pipedoutputstream.htm

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Introduction

The **java.util.PipedOutputStream** class is a piped output stream that can be connected to a piped input stream to create a communications pipe. Following are the important points about PipedOutputStream:

- The piped output stream is the sending end of the pipe.
- Attempting to use both objects from a single thread is not recommended as it may deadlock the thread.
- Data is written to a PipedOutputStream object by one thread and data is read from the connected PipedInputStream by some other thread.
- The pipe is said to be broken if a thread that was reading data bytes from the connected piped input stream is no longer alive.

Class declaration

Following is the declaration for **java.util.PipedOutputStream** class:

```
public class PipedOutputStream
    extends OutputStream
```

Class constructors

S.N.	Constructor & Description
1	PipedOutputStream() This creates a piped output stream that is not yet connected to a piped input stream.
2	PipedOutputStream(PipedInputStream snk) This creates a piped output stream connected to the specified piped input stream.

Class methods

S.N.	Method & Description
1	<u>void close()</u> This method closes this piped output stream and releases any system resources associated with this stream.
2	<u>void connect(PipedInputStream snk)</u> This method connects this piped output stream to a receiver.
3	<u>void flush()</u> This method flushes this output stream and forces any buffered output bytes to be written out.
4	<u>void write(byte[] b, int off, int len)</u> This method writes <i>len</i> bytes from the specified byte array starting at offset <i>off</i> to this piped output stream.

This method writes the specified byte to the piped output stream.

Methods inherited

This class inherits methods from the following classes:

- `java.util.OutputStream`
- `java.util.Object`